

NINTENDO DS™



**Ace** Phoenix Wright™  
**Attorney**™  
***Trials and Tribulations***

INSTRUCTION BOOKLET

**CAPCOM®**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## **Important Legal Information**

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.**

## CONTENTS

### A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting PHOENIX WRIGHT™: ACE ATTORNEY™ - TRIALS AND TRIBULATIONS for your Nintendo DS™ system. CAPCOM® is proud to bring you this new addition to your video game library.

- 2 COURT IS NOW IN SESSION!
- 4 CHARACTERS
- 7 USING THE TOUCH SCREEN
- 8 USING THE CONTROL BUTTONS
- 10 GETTING STARTED
- 12 GAME FLOW
- 14 DETECTIVE WORK
- 20 COURTROOM
- 23 GAME OVER
- 24 LAW LIBRARY
- 26 SAVING YOUR GAME
- 27 HINTS



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# COURT IS NOW IN SESSION!

My name is Phoenix Wright.  
To those in the business of justice,  
I'm a pretty well-respected lawyer.

The case on trial this time...

Well, let's turn the clock  
back five years...  
To a case my eternal mentor  
Mia Fey fought in...

A case we thought was  
settled has once again  
reared its ugly head!

This time...


Final judgment will be rendered.

And I'm the only one  
who can bring it all  
to an end!

- All characters, laws and legal matters in this game are works of fiction.
- Screenshots in this manual may differ from the actual game.


## CHARACTERS

### PHOENIX WRIGHT



A defense attorney who believes in his clients to the end, and fights for them with an unflinching sense of justice. This is his third year, and his incredible defense skills have become the talk of the town.

### MIA FEY



A defense attorney who lost her life while working on a case two years ago. Mia was and always will be Phoenix's mentor. She defended him five years ago as a rookie during her second time in court.

## GODOT

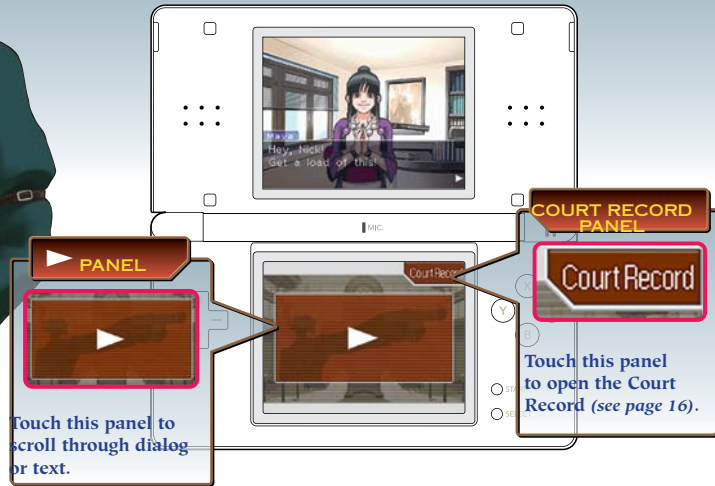
A mysterious prosecutor whose real name, age and nationality are unknown.

## MAYA FEY

Sister of Mia Fey, and a spirit medium of the Kurain Channeling Technique, Maya is also Phoenix's assistant. She is hard at work, training to accept her future responsibilities.

## USING THE TOUCH SCREEN

You can play this game completely by using the Touch Screen. Touch the panel on the bottom screen to proceed.

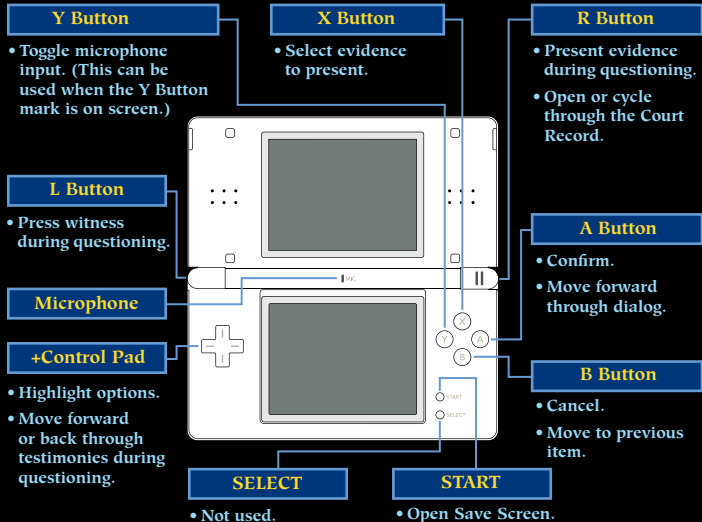


## USING THE CONTROL BUTTONS

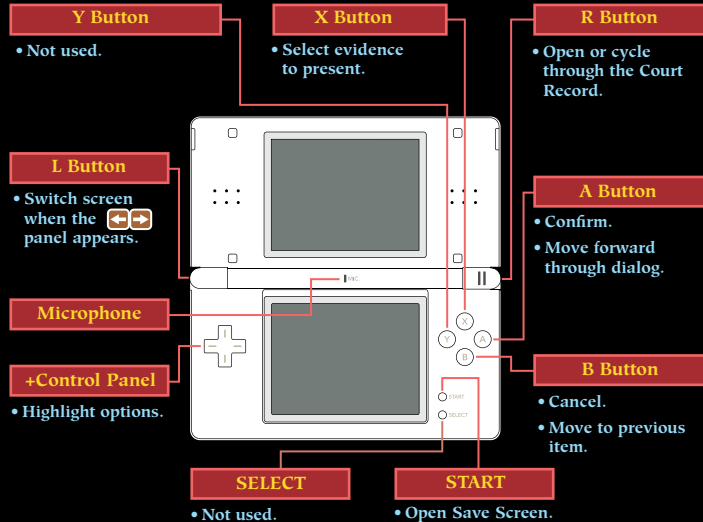
You can also play this game by using the control buttons.



### COURTROOM (see page 20)



### DETECTIVE WORK (see page 14)



## GETTING STARTED

1. With the Nintendo DS™ turned OFF, insert the *PHOENIX WRIGHT™: ACE ATTORNEY™ – TRIALS AND TRIBULATIONS* Game Card securely into the slot.
  2. Turn the system ON.
  3. When you see the DS Menu, touch *PHOENIX WRIGHT™: ACE ATTORNEY™ – TRIALS AND TRIBULATIONS* to load the game.
  4. Begin play from the Title Screen and Main Menu.
- If your Nintendo DS is set to *Auto-load*, you don't need to go through these steps. (See your Nintendo DS manual for information about *Auto-load*.)

### WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT [www.nintendo.com/healthsafety/](http://www.nintendo.com/healthsafety/)

Touch the Touch Screen to continue.



## TITLE SCREEN

At the Title Screen (Top Screen), the Main Menu appears on the Touch Screen. Use the Touch Screen to make your selection and begin play.



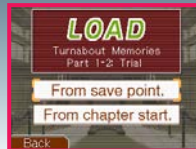
### ▶ NEW GAME

Start a new game or replay episodes you've played before, starting from the beginning. (Only one episode is available when you start a new game.)



### ▶ CONTINUE

Restart from your last save point, or from the beginning of the chapter you last quit from.

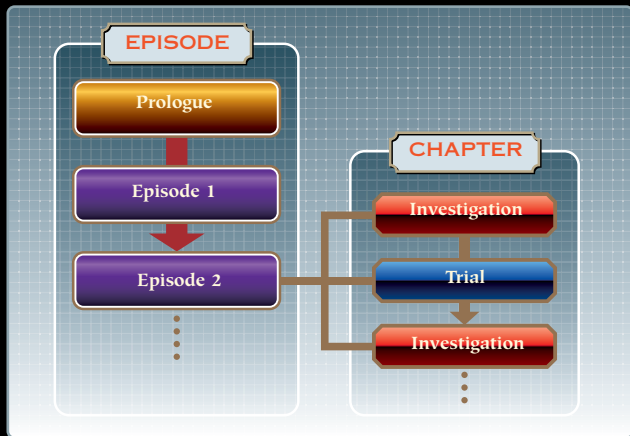




## GAME FLOW

This game contains five independent episodes. Each episode is divided into chapters, with courtroom sessions and detective work.

Note: Episode 1 has only a Trial chapter.



## WHEN YOU SOLVE ONE CASE...

- You unlock a new case to play.

- When you play through episodes you already completed, you can fast-forward through the dialog by touching the ► panel or pressing the B Button. (You may not be able to fast-forward through certain sections.)

- Read more about Detective Work starting on page 14.

- Read more about Courtroom Sessions starting on page 20.

## DETECTIVE WORK

The day before the trial, you must investigate the case to gather evidence you'll need to win the trial. Once you gather enough evidence, you can move on to the next chapter in the episode.

### MAIN SCREEN

On the Main Screen, touch the panel to enter the sub-screen for the command you want.

From the sub-screen, select **BACK** to return to the Main Screen.



### EXAMINE

Use the +Control Pad or touch the Touch Screen to move the cursor around and check various things on screen. When you move the cursor over an item that can be checked, the **EXAMINE** panel appears.



### MOVE

Touch a location to move to it. As the story unfolds, you become able to go to more places.



### TALK

Choose a topic to discuss. Listen to what a witness has to say. Topics you've already selected are checked off. (If no witnesses are around to talk to, this option will not appear.)



### PRESENT

Present evidence and profiles you've collected to get information from a witness. (If no witnesses are around, this option will not appear.)



## COURT RECORD

Use the Court Record to view the pieces of evidence you've collected. Touch the *PROFILES* panel to view data on people related to the case. Select *BACK* to close the Court Record.



Touch the piece of evidence from the Evidence List to view details on the item.

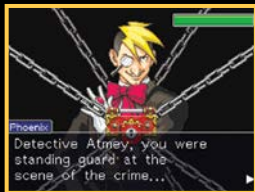
## TOGGLE SCREENS



When you see this panel, touch it (or press the L Button) to toggle back and forth between screens.



## PSYCHE-LOCKS

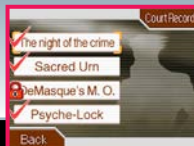


Witnesses hold secrets within their hearts. But through the power of the **MAGATAMA** (that you will be able to use starting in Episode 2), you can “see” those secrets. These are known as Psyche-Locks. In order to resolve your case, you must break these Locks.

## LOCK SYMBOL



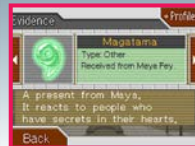
If you hit upon a topic a witness really doesn't want to discuss, one or more Psyche-Locks will appear. A Lock symbol will appear on a topic that is under Psyche-Locks.



## MAGATAMA

Present the Magatama to the witness to start unlocking the Psyche-Locks. Evidence and profile data will be your weapons in this battle.

- **Present correct pieces of evidence and/or profiles and you will break the Lock.**
- **Break all the Locks and new information is yours.**



## CAVEATS

### CAVEAT 1

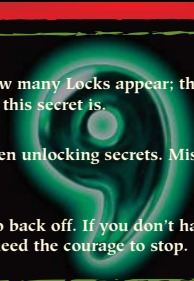
- Remember how many Locks appear; they tell you how deeply buried this secret is.

### CAVEAT 2

- Be careful when unlocking secrets. Mis-steps will work against you.

### CAVEAT 3

- Know when to back off. If you don't have the necessary proof, you'll need the courage to stop.



## COURTROOM

In the courtroom, your job is to prove the defendant innocent and win the case. You'll have to present evidence to the prosecutor and judge, question witnesses, and reveal the lies and contradictions.

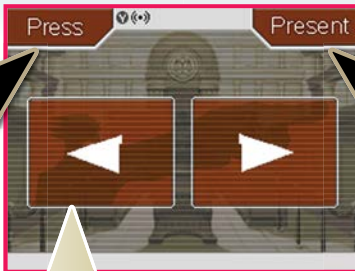
### QUESTIONING

You will find that many witnesses lie during their testimony. Questioning is your chance to press them and call them on their lies. You can use two commands to get closer to the truth.

#### PRESS



Touch the Press panel to question a part of the witness's testimony. Sometimes the testimony may even change if you intimidate the person, so keep at it until you get to the bottom of things.



Touch this panel to advance or move back through testimony.

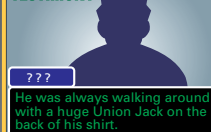
### LOOK FOR CONTRADICTIONS!

When you see a contradiction between the testimony and the Court Record, that's your chance to strike back. Present your evidence to the witness and expose that person's lie!



But the back of his T-shirt isn't visible in this photo! I'd better present this piece of evidence!

#### TESTIMONY



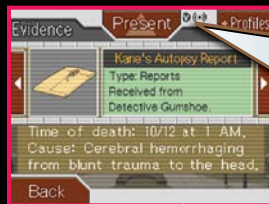
#### PRESENT



If you discover a contradiction in a witness's testimony, touch the Present panel to open the Court Record, and select a piece of evidence or profile to press the witness with.

## YELL "OBJECTION!"

You can use your own voice to yell into the microphone while pressing the witness.



When you see the microphone icon on screen, you are free to yell into the mic. Hold the Y Button to turn on microphone recognition and yell "Objection!"



## GAME OVER



Your life bar (the Judge's patience) appears in the upper right corner of the screen. Make a mistake and you will lose some life. If your life drops to zero, it's a guilty verdict for your client and a game over for you.



## LOSING LIFE



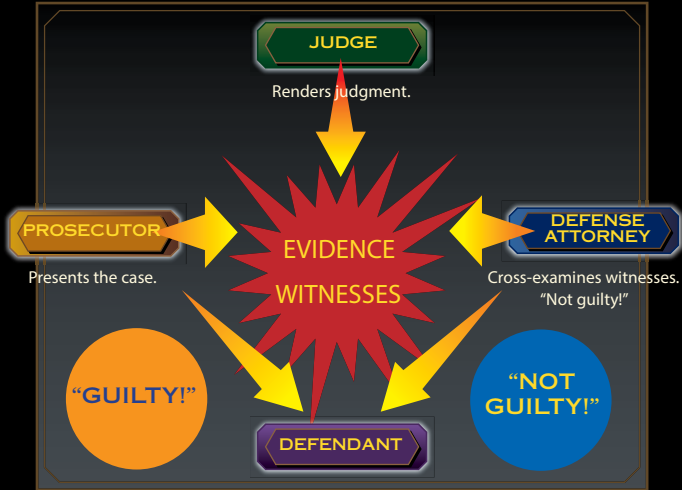
- You will lose some life if you present a witness with the wrong piece of evidence or profile, or...
- If you present a wrong piece of evidence or profile during a Psyche-Locks. (You cannot get a Game Over during a Psyche-Locks.)

- You regain 50% of your total life when you successfully unlock a Psyche-Locks.
- Your life bar is completely restored when you complete an entire episode.



### COURTROOM PROCEDURES

The trial system in this game applies only to *PHOENIX WRIGHT™: ACE ATTORNEY™* – *TRIALS AND TRIBULATIONS*, and does not reflect events in real-world courts.



#### DEFENDANT

Person on trial. Judge rules whether the defendant is guilty or not guilty.

#### DEFENSE ATTORNEY

Argues against evidence and testimony offered by the prosecution to prove the defendant's innocence.

#### PROSECUTOR

Submits evidence and calls witnesses to testify in order to prove the defendant's guilt.

#### JUDGE

Controls courtroom and makes final judgment based on cases presented by both defense attorney and prosecutor.

## SAVING YOUR GAME

### SAVE SCREEN

Press START to display the Save Screen and save your progress. The next time you start the game you can continue from this point.

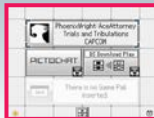
- You can save your progress and quit the game at any time.



### COMPLETING AN EPISODE

If you prove your client's innocence in court, you'll complete that episode. Completing an episode unlocks a new episode on the Main Menu.

- Hold down the B and R Buttons at the same time when starting up the game to reset all save data. Be careful: Save data will be erased and cannot be restored.



## HINTS

### DETECTION TACTICS

- Explore different areas.
- Examine different objects.
- Listen to what people tell you and try out different responses.
- Press witnesses with different pieces of evidence and profiles.

### COURTROOM STRATEGIES

- Try intimidating the witness into breaking down.
- Refer to the Court Record as you question the witnesses.
- Try responses even if you think they won't work.
- Ask a friend if you get stuck.





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## 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Card from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Card free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Card to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Card certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., INC.  
Consumer Service Department  
185 Berry St., Suite 1200  
San Francisco, CA 94107

This warranty shall not apply if the Game Card has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Card develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Card to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Card certified mail. CAPCOM will replace the Game Card, subject to the conditions above. If replacement Game Cards are not available, the defective product will be returned to you and the \$20.00 payment refunded.

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